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T H E I N F I N I T Y T R A I N J O B

— BUREAU OF CHRONOLOGICAL AFFAIRS —←

A train has manifested within the last millennia with the unprecedented ability to traverse all dimensions of space and time while completely bypassing **BCA** security architecture. Preliminary reports confirm that the "train" is not a single continuous vehicle, but an accretion of infinite train cars sourced from infinite realities, each segment quantum-locked into place. At its head sits **ENGINE**, the impossible device that permits **THE CONDUCTOR** to stitch together **THRESHOLDS** that should never coexist. The train has only one destination: **THE AFTER**. If it ever reaches **THE END OF LINE**, it will spell **DOOM**.

THE MISSION

- **BOARD THE TRAIN.**
- **SYNC YOUR AGENT ID TO UNLOCK THE NEXT TRAIN CAR.**
- **TRAVERSE THE TRAIN UNTIL YOU REACH THE ENGINE.**
- **MEET THE CONDUCTOR.**
- **RECOVER THE ENGINE'S POWER SOURCE.**

THE REWARD

UPON RETURNING WITH THE ENGINE THE AGENTS RECEIVE:

- A level or a unique Site of Power
- 3 Armory Points each.
- A "Training Complete" Plaque

BOARD THE TRAIN

While there is no direct Threshold to the train itself, **C.L.O.C.** has pinpointed one that leads to a train station beyond the doorway marked "KNIGHT CITY." When the Agents arrive, they find themselves standing on a floating platform of a train station for a futuristic high-speed bullet train. The train will stop only for a brief moment to unload a platoon of cyborg paramilitary troopers (1 per player) who will not permit anyone to board – not even passengers holding legitimate tickets.

When the train pulls into the station, start a countdown (6), ticking down each time anyone makes an Action Roll. At 0, the train rockets away down its magnetic track.

Agents have two options to board:

- Talk their way onto the train. Warning: the troopers are exhausted and dangerously trigger-happy. **A single failed roll results in immediate hostility.**
- Attempt to trainhop by leaping onto the dangerously fast-moving train. **Make an Agility or Strength Roll to board unscathed. On a failure, you fall to your death*.**

*Fortunately, **C.L.O.C.** has Locklooped this platform. **If an Agent would die here (or the train leaves the stations without them), they instead mark 1 HP, 1 Stress, and lose 1 Hope** as they reenter the station's Threshold – as if the moment of death were only a particularly vivid nightmare.

SYNCING YOUR AGENT ID

As the Agents pass through the train's Threshold, they are transported from the cyberpunk exterior of the platform and its hover train into the interior of a Weird West passenger car. A player piano plunks away in the corner of what is essentially a saloon on wheels, chugging down the track. The thresholds in these cars will treat you as if you are native to that Timeline until you sync your Agent ID to **the Conductor**.

Each train car contains an object or creature linked to **the Conductor**. The agents must find these "connectors" to sync their IDs. Then, the Threshold to the next train car will unlock, and they can move on.

Reminder: The people on this train are unaware that their vehicle is part of this endless convoy.



THE INFINITY TRAIN JOB

ANOMALOUS TIMELINE

TRAVERSING THE TRAIN

When the Agents first sync their IDs, start a countdown equal to the current **DOOM'S DAY CLOCK** value as they search the train for the **ENGINE**.

Each time the Agents enter a new train car, have them make a **Group Roll** using the attribute that best matches their current approach.

- **Success with Hope:** Tick the countdown down by 3.
- **Success with Fear:** Tick the countdown down by 2.
- **Failure with Hope:** Tick the countdown down by 1.
- **Failure with Fear:** Tick the countdown UP by 2.

WHEN THE COUNTDOWN REACHES 0, THE AGENTS HAVE REACHED ENGINE.

AN INFINITY OF TRAIN CARS

When the Agents enter a new train car, have each one pick from the table below and roll. The GM then chooses a result from EACH table the Agents did not roll on.

A COMPLICATION

CLEAR 1 STRESS,
THEN ROLL A D12 AND DESCRIBE:

1. **LOW GRAVITY** | DISAD TO MOVES
2. **MAGNETIC FIELD** | DISAD USING METAL.
3. **RED BARRELS** | 2 FEAR TO BLOW UP
4. **PITCH BLACK** | NO LINE OF SIGHT
5. **SLOWED TIME** | ABILITIES COST 1 MORE
6. **NO MAGIC** | NO SPELL DOMAINS
7. **INVULNERABLE** | NO MARKING HP
8. **HOPELESS** | GAIN NO HOPE
9. **HIGH GRAVITY** | MARK 1 STRESS TO ROLL
10. **HAZARD** | 1D8 DMG ON FAILED ROLLS.
11. **MAZE** | INSTINCT ROLL TO NAVIGATE
12. **MAGIC SURGE** | UNINTENDED RESULTS.

THE CONNECTION

ROLL A D12 AND DESCRIBE THE
CONNECTOR:

1. **A PASSENGER**
2. **A PASSENGER'S POSSESSION**
3. **A LOCKED DOWN OBJECT**
4. **AN OPEN ADVERSARY**
5. **A DANGEROUS HAZARD**
6. **A SIMPLE PUZZLE (3)**
7. **A SAVAGE BEAST**
8. **A VALUABLE OBJECT**
9. **AN ANOMALY**
10. **A FRIENDLY NPC**
11. **A HOSTILE NPC**
12. **A DIFFICULT PUZZLE (6)**

A DETAIL

MARK 1 STRESS,
THEN ROLL A D12 AND DESCRIBE:

1. **A GROUP OF PASSENGERS**
2. **AN ENVIRONMENTAL ODDITY**
3. **FUTURISTIC TECHNOLOGY**
4. **REINFORCED ANIMAL CAGES**
5. **OVERSIZED CARGO TRAIN**
6. **A CONTINENTAL BREAKFAST**
7. **GO-GO DANCERS**
8. **A BOXING RING**
9. **A DINER**
10. **A GREENHOUSE**
11. **A MAGIC LIBRARY**
12. **A SHOP**

A BOON

SPEND 1 HOPE,
THEN ROLL A D12 AND DESCRIBE:

1. **THE ENVIRONMENT** | ADV ON REACTIONS
2. **PLENTY OF COVER** | +1 TO EVASION
3. **A SIZEABLE CROWD** | ADV TO HIDE
4. **A DISTRACTION** | ADV ON TAG TEAM
5. **THE FICTION SLIGHTLY DE-ESCALATES**
6. **A CONSUMABLE RESOURCE** | RESTORE HP
7. **A WELL-MEANING LOCAL** | GAIN ADV.
8. **A SHORTCUT** | TICK DOWN 1
9. **A SAFE SPACE** | TAKE A SHORT REST
10. **POWER UP** | +1 PROFICIENCY UNTIL REST
11. **DEJA VU** | AGENTS CLEAR 1D6 STRESS
12. **DEUS EX** | TICK TRAIN COUNTDOWN BY 3

THE AESTHETIC

ROLL A D12 AND DESCRIBE
SOME AESTHETIC DETAILS:

1. **DUNGEONPUNK**
2. **NOIR**
3. **WEIRD WEST**
4. **80S ACTION FILM**
5. **WES ANDERSON FILM**
6. **MASSIVE LABYRINTH**
7. **CYBERPUNK**
8. **1970'S SUBWAY CAR**
9. **4-D ALIEN-ACID-TRIP**
10. **WIZARD TRAIN**
11. **NON-EUCLIDEAN SPACE**
12. **DEALER'S CHOICE**

THE OBJECTIVE

GAIN 1 HOPE,
THEN ROLL A D12 AND DESCRIBE:

1. **DESTROY CONNECTION**
2. **HOLD CONNECTION**
3. **HIDE CONNECTION**
4. **AVOID CONNECTION**
5. **BREAK CONNECTION**
6. **FIX CONNECTION**
7. **OBSERVE CONNECTION**
8. **ESCAPE CONNECTION**
9. **RESCUE CONNECTION**
10. **IGNORE CONNECTION**
11. **PROTECT CONNECTION**
12. **STEAL CONNECTION**

COLLABORATIVE TRAIN-BUILDING

As each player makes a selection, have them explain its contents and context, working to weave it into the other players' selections. The GM then makes their own selections and fills in any remaining gaps. Players should be encouraged to stack the deck in their favor when making these descriptions.

Note: Not all players may feel comfortable improvising spaces on the spot. Prompt these players with questions to jumpstart ideas or help them build out their selection.

FEAR ACTIONS

While the Agents traverse the multiverse of train cars, use the following moves to escalate tension and introduce complications:

1 FEAR

- Create 1d4 Tier 1 adversaries with the Standard tag.
- Create an obstacle with a Countdown (2).
- Create a hazard that deals Minor damage whenever Agents roll with Fear.

2 FEAR

- Create 1 adversary with the Solo tag from the Agents' Tier or lower.
- Create a complex obstacle with a Countdown (4). Each time the players roll with Fear, increase the Countdown by 1.
- Force a Reaction Roll. On a failure, the Agents either mark 1d4 Stress or become Vulnerable until they exit the current train car.

3+ FEAR

- Summon THE CONDUCTOR and start a Countdown (X), where X is equal to Fear spent. Each time they act, tick it down by 1. **At 0, the Conductor teleports back to ENGINE.**

THE ENGINE**TIER 1-2 EVENT**

The ENGINE is what remains of THE CONDUCTOR's alien timeship.

Pulled apart and heavily modified, it no longer feels like a physical space, but an open platform drifting through a psychedelic blacklight void. Tubes and wires spill outward from a central console that stands like a tree assembled from broken radio towers and rusted industrial debris. Around the edge of the floating disk sit twelve THRESHOLDS, evenly spaced like the face of a watch seen from above. Falling from the platform results in immediate REDACTION.

DIFFICULTY: EQUALS THE CURRENT DOOM'S DAY CLOCK VALUE OR 15, WHICHEVER IS HIGHER.

POTENTIAL ADVERSAIRES: ANY ADVERSARY ENCOUNTERED DURING THIS TRAIN RIDE.

FEATURES**PARADOX LOCKS (Passive):**

Agents are unable to use their PARADOX feature to change the outcome of a roll.

Steal the POWER SOURCE (Passive):

When the Agents enter the ENGINE, start a Countdown (6).

- Agents may make an INSTINCT or KNOWLEDGE roll to decouple the power cell at the base of the console, if successful reduce the countdown by 1.
- If they roll with FEAR, 1d4 THRESHOLDS activate, and an adversary or hazard from a previously visited train car appears and immediately takes the Spotlight.
- At 0, They remove the device, which houses the soul of a TIME-DRAGON.

RAIL ROAD (Action – spend 1 Fear):

A temporal flux erupts from the central console in an attempt to rewrite the current circumstances. Each Agent must make a PRESENCE Reaction Roll or be compelled to take one action of the GM's choice. An Agent may resist this compulsion by marking 1d4 Stress instead.

Quantum Ogre (Passive):

If an Agent opens one of the THRESHOLDS encircling the platform, they must roll their Hope Die.

- **On a 12**, they open a door directly back to the NEXUS and safety.
- **On a 9-11**, they find a door leading back into Time/Space, though additional travel is required to reach the NEXUS.
- **On a 1-8**, a time-displaced QUANTUM OGRE forces its way through the doorway and immediately takes the Spotlight.



THE INFINITY TRAIN JOB

ANOMALOUS TIMELINE

CYBERCOP CAPTAIN | TIER 1 LEADER

A low rent corporate grunt who is willing to engage in fascism for a paycheck, medical, AND a promotion.

Motives & Tactics: Coerce, Bully, Threaten, Abuse, Blackmail, Strongarm

Difficulty: 11 | Thresholds: 13 / 18 | HP: 4 | Stress: 4
ATK: +1 | Smart-tech Handgun: Far | 1d12+4 Physical

Experience: Jackass +3

FEATURES

Unprovoked – Passive: The Captain's attack damage always counts as Severe until a PC successfully harms the Captain.

Escalation – Reaction: When the Captain or any their subordinates make a successful attack against a PC, you gain a Fear. When the Captain mark's their final Stress, they lose this ability for the rest of the scene.

Radio Reinforcements – Action: Once per scene, mark a Stress to start a Countdown (1d6). Each time the players make an Action Roll, tick down the countdown by 1. When triggered, summon 1d4 additional CyberCop Trooper, which appear at Far range.

Move as Unit – Action: Spend 2 Fear to spotlight up to four allies within Far range.

Lockdown – Action: Mark a Stress to increase the Difficulty of any Action Rolls to leave the current location (mundane or otherwise) by +2 for the rest of the Scene. This Action can be used multiple times within the same scene, increasing the Difficulty by an additional +2 each time.

Browbeat – Passive: Each time players gain Hope, the Captain may verbally or physically harass an NPC in the scene to gain 1d4 Fear.

CYBERCOP TROOPER | TIER 1 STANDARD

A low rent corporate grunt who is willing to engage in fascism for just a paycheck and medical

Motives & Tactics: Coerce, Bully, Threaten, Abuse, Dogpile

Difficulty: 10 | Thresholds: 13 / 18 | HP: 3 | Stress: 3
ATK: +1 | Riot Baton: Melee | 1d6+4 Physical

Experience: -

FEATURES

Squad Tactics – Action: Spend a Fear to choose a target and spotlight all Cybercops within Close range of them. They either move into Melee range of the target or attack with a ranged weapon and make one shared attack roll. On a success, they deal 5 physical damage each. Combine this damage.

Strength in Numbers – Passive: Troopers gain an additional 2 damage for each member of the squad in action. When an ally marks their final Hit Point, the Troopers mark 1 Stress.

Craven Cowardice – Passive: When a Trooper marks their final Stress, they gain Disadvantage on all rolls, but the damage they deal is always treated as one Severity higher.

Common Goon – Passive: Troopers have Advantage on attacks rolls against unarmed targets.

QUANTUM OGRE | TIER 1 SOLO

A monstrous humanoid, twice the size of the agents. It moves like a video being played in reverse.

Motives & Tactics: Block Thresholds and attempt to toss agents off the ENGINE's platform.

Difficulty: 14 | Thresholds: 8 / 15 | HP: 3 | Stress: 3
ATK: +2 | Strong arm: Melee | 1d10+3 Physical

Experience: Deux Ex +2

FEATURES

Relentless (2) – Passive: The Ogre may be Spotlit up to two times per GM turn. Spend Fear as usual to Spotlight it.

Plot Armor – Passive: When the Ogre takes damage, it may mark 1 Stress to ignore that damage instead.

Doorman – Reaction: If an Agent attempts to move past the Ogre as part of an ACTION ROLL and rolls with FEAR, the Ogre automatically grabs them and attempts to throw them off the platform. The Agent must make an AGILITY Reaction Roll to cling to the edge. While hanging, the Agent is VULNERABLE.

Any Agent who fails this roll is REDACTED and must enter a DEATHLOOP, rejoining the group when the party returns to the NEXUS.

THE CONDUCTOR | TIER 2 LEADER

An alien from a world of time travelers, THE CONDUCTOR has spent their nearly endless lifespan collecting fragments from across all Timelines. These pieces are stitched together, one by one, onto the hull of their TIMESHIP, forming a battering ram of immense quantum power capable of piercing the veil and liberating THE AFTER. This obsession is not purely ideological. THE CONDUCTOR also genuinely loves trains.

Motives & Tactics: Collect realities, goad the Agents, Steal their essence, destroy reality.

Difficulty: 15 | Thresholds: 15 / 20 | HP: 6 | Stress: 6
ATK: +3 | Quantum Whistle: Very Far | 2d8+4 Magic

Experience: Timeless +5

FEATURES

No Ticket – Action: Spend 3 Fear to force the Agents to make a PRESENCE Reaction Roll. If the entire party fails, they are instantly transported back to the train platform at the start of the adventure. The progress countdown required to traverse the train is halved.

Each subsequent use of this ability costs 1 additional Fear, and the progress countdown is halved again.

Warning Whistle - Action: Mark a stress to gain 1 Fear for each active Agent in the scene.

Last Stop, THE AFTER. - Reaction: Countdown (10): While in the ENGINE room, THE CONDUCTOR siphons the Agents' anomalous energies to give the train the final push needed to destroy all of Time/Space. Each time the Conductor makes a successful attack against an Agent, tick the countdown down by 1. At 0, ACTIVATE THE DOOMSDAY PROTOCOL*.

*located in the BCA handbook.



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